

ABSTRACT

The present invention relates to a gaming device and method having a bonus game, where the bonus game displays a target set

5 including a plurality of player selectable symbols. At least one of the symbols is designated as a target symbol in a target set. The gaming device provides a predetermined number of picks to begin a bonus game and enables a player to use the picks to pick symbols from the target set. If the player picks a symbol that is not a target symbol, a

10 relationship indicator indicates the relationship between the target symbol and the picked symbol. The player continues to pick symbols in the target set until the player picks the target symbol. If the player picks a target symbol, the gaming device enables the player to pick symbols from a new target set. The player continues to pick symbols

15 in target sets until the player has no picks remaining. Preferably, the gaming device provides an award for each picked target symbol.

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